



# Supplemental Rules

## Machine Pitch

Spring/Fall 2020

These supplemental rules are to be used in conjunction with the Little League Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. The League Player Agent (LPA), or their board-assigned proxy, has final authority regarding any disputed rule.

### Length of Games

1. Games shall last 6 innings or 1 hour 20 minutes, whichever comes first. No inning shall start after 1 hour 20 minutes. Drop dead time will be enforced at 1 hour 40 minutes. Innings started prior to the 1 hour 20 minute mark, shall be completed unless the drop dead time is reached. An inning officially starts at the completion of the previous inning.
2. A game that hits the drop dead time shall be rolled back to the score at the completion of the previous inning.
3. No inning shall start after 10pm

### General Rule Enforcements

4. Infield Fly Rule is **NOT** in effect.
5. Drop 3<sup>rd</sup> Strike is **NOT** in effect. – **Rule 6.05(b)(2)**
6. Lead Offs are **NOT** in effect.
7. Stealing is in effect once the pitch reaches the batter. – **Rule 7.13**
8. One Foot in Box Rule is in effect. – **Rule 6.02(c)**
9. On Deck batters are **NOT** permitted.
10. Only 1 timeout per inning is permitted for an offensive team. – **Rule 5.10(d)**
11. When on offense, a courtesy runner is permitted for the catcher when there are two outs.
12. Bunting is permitted, but fake bunts/slap swings are **NOT** permitted for safety reasons. A batter that squares to bunt and then swings away, will be called “out” immediately.

### Coaches & Volunteers

13. Three coaches/volunteers are permitted inside the gates of the field.
14. An adult volunteer must be stationed in the dugout at all times. A team on offensive may have 2 base coaches and the 3<sup>rd</sup> volunteer must stay in the dugout with the offensive team.
15. Defensive team coaches/volunteers are not permitted outside their team dugout unless granted time by an umpire to leave the dugout area.



## Pitching Machine Guidelines

16. The pitching machine will be placed 46' from the back of home plate, which is defined as directly above the 46' pitchers plate on the mound.
17. The pitching machine will be set at **45MPH**.
18. The machine will be adjusted for accuracy at the beginning of the game by the umpire or both managers if the umpire is not present.
19. The machine may be adjusted for accuracy during the game at any time at the **UMPIRE'S** discretion.
20. The safety circle is defined as the pitching mound dirt area and no player other than the pitcher shall occupy this defined space during the game.
21. There are two imaginary lines to either side of the pitching rubber (46' from the back of home plate) and immediately to the side of the mound. The pitcher must stand in one of these two positions while the ball is placed in the machine. The pitcher must wear a batting helmet at all times. A batting helmet with a facemask is optional.
22. An Umpire will pitch to the batters by feeding balls into the pitching machine from within the safety circle.
23. The Umpire feeding the machine shall feed the machine with the laces of the baseball running parallel with the wheel in order to pitch a straight ball. The umpire shall not turn the ball with laces running perpendicular to the wheel as this will result in a ball that drops much like a curve ball.
24. The Umpire feeding machine will place ball into the machine immediately after presenting it to the batter.
25. Each batter will receive 4 pitches or 3 swinging strikes. A "no pitch" may be called at the discretion of the umpire.
26. Batters hit by a pitch **will not** be awarded 1<sup>st</sup> base.
27. Foul balls on the third swinging strike or 4<sup>th</sup> pitch do not count against the batter.
28. Play is over when the defense has control of the ball and has stopped the advancement of the lead runner or the pitcher has control of the ball in the pitching circle (mound). The umpire will call time at that point.

## Rules Involving the Pitching Machine

29. Batted ball hits the pitching machine, electrical cord, or the umpire feeding the machine.  
**RULING:** Ball Is Dead. Batter is awarded 1st base. Runners only advance one base if forced.
30. Batted ball, lands within the pitching mound, and comes to rest without touching anything.  
**RULING:** Play is live and the pitcher must retrieve the ball.
31. All other balls batted into play near or around pitching machine are treated as live balls.

## Run Rules and Limits

32. A 5-run limit shall be in place until the beginning of the 5<sup>th</sup> inning. An 8-run limit shall be in place for the 5<sup>th</sup> and 6<sup>th</sup> innings.



33. The 15-run rule after the 3<sup>rd</sup> inning and 10-run rule after the 4<sup>th</sup> inning shall be in effect. – **Rule 4.10(e)**

## Scoreboard & Scorebook

34. Home Team will supply a volunteer to keep the score book  
35. Visiting Team will supply a volunteer to maintain the score board  
36. Both volunteers must sit in the field's press box during the game  
37. Home team is responsible for setting up the pitching machine for an early game.  
38. Home team is responsible for putting away the patching machine for a late game.

## Lineups and Rosters

39. Teams shall play 10 defensive players  
40. A team may start a game with as few as 7 players. In the event a team plays with less than 9 players, they must take an automatic out each time the unoccupied 8<sup>th</sup> and/or 9<sup>th</sup> spot in the line-up is due up at bat.  
41. Teams shall bat a continuous lineup rather than an active lineup.  
42. Players that arrive late for a game may be added to the lineup in the next available spot in the batting order – **Rule 4.01 Note 2**  
43. When a player is injured, becomes ill, or must leave the game site after the game has started may be skipped over without penalty assuming that the team still has 9 other players in the continuous lineup. – **Rule 4.04 Note 2**  
44. No more than 4 positioned players (not including the pitcher and catcher) may play within the infield cut of the field. All outfielders must play behind the cut of the infield dirt, in the outfield grass.

## Suspended and Regulation Games

45. Any game suspended due to curfew, weather conditions, or field conditions, shall be rescheduled and resumed at the exact point at which it was suspended, unless the game has reached Regulation status.  
46. To be considered Regulation, a game must complete any **one** of the following:  
a. 4 innings, or 3-1/2 innings if the home team is ahead  
b. Current inning once the 1 hour 20 minute time limit is reached  
c. Shortened by a run rule (see Run Rules and Limits)

## Metal Cleats

47. Metal spikes or cleats are **NOT** permitted in this division.

## Mandatory Play

48. Each player present at the start of the game shall have one (1) offensive at bat and play six (6) defensive outs. Failure of a player to meet their mandatory play will result in that player



starting the next scheduled game, playing any requirements not completed in the previous game as well as their full mandatory requirements for the next game before being removed from the next game. Disregard for this rule by a manager will result in a written warning for the first offense. A second offense will result in a suspension for the next scheduled game. A third offense will result in a suspension for the remainder of the season. – **Regulation IV(i)**

49. The penalty for the manager may be waived for a shortened game, but the next game requirement for the player that did not reach their mandatory will still be enforced. – **Regulation IV(i)**

## Pick-Up Players

50. A team may request the use of up to 1 player from another team in order to reach their minimum roster requirement for a game.
51. The player(s) must come from a registered player in the same division
52. The player(s) must be requested through the LPA. Requests should be made no later than 3pm on the day of the game in which the team will be short.
53. The player(s) must bat at the end of the batting lineup and play the outfield the entire game.
54. The use of pick-up players is suspended for any end of season tournament play.